

**AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions and listings of claims in the application:

**LISTING OF CLAIMS:**

Sub E1  
1. (Cancelled).

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2. (Currently Amended) A method of managing keyboard events for a graphical user interface configured in the form of a tree of graphical elements, said tree comprising parent graphical elements and child graphical elements, wherein each graphical element of the tree is associated with a key list and each key listed in said key lists is associated with an action to be initiated on receipt of a keyboard event corresponding to said key and said graphical element.  
The method according to claim 1, wherein when one graphical element is active and a keyboard event is detected by an interface, the method comprises ~~further comprising~~:  
comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with the active graphical element and working back up said tree of parent graphical elements and child graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and  
initiating the action associated with the first key found that corresponds ~~corresponding~~ to said keyboard event.

3. (*Currently Amended*) A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 2 [[1]].

DI 4. (*Previously Presented*) The system according to claim 3, wherein the system is a mobile telephone.

5. (*Previously Presented*) The system according to claim 3, wherein the system is a pocket organizer.

6. (*Cancelled*).

7. (*Currently Amended*) A method of managing keyboard events for a graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the method comprises:

associating each graphical element with a key list, wherein each key list stores a plurality of keys;

associating at least one key listed in each of said key lists with an action; and

when ~~The method according to claim 6, wherein~~ one graphical element is active and a keyboard event is detected by an interface, the method further comprises comprising:

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comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with the active graphical element and working back up said hierarchically related graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and

initiating the action associated with the first key found that corresponds  
corresponding to said keyboard event.

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8. (*Currently Amended*) A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 7 [[6]].

9. (*Previously Presented*) The system according to claim 8, wherein the system is a mobile telephone.

10. (*Previously Presented*) The system according to claim 8, wherein the system is a pocket organizer.

11. (*Currently Amended*) A graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the graphical user interface comprising:

a key list associated with each graphical element, wherein each key list stores a plurality of keys;

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*Cont*  
a plurality of actions, with each action being associated with at least one key listed in each of said key lists, such that when a keyboard event ~~associated with one of said keys~~ is received when there is an active graphical element, the graphical user interface compares said keyboard event to the keys listed in said key lists, starting with the key list associated with the active graphical element and working back up said hierarchically related graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and initiates the action corresponding to the first key found that corresponds to the said keyboard event and the associated graphical element is initiated.

12. (*Cancelled*).

13. (*Currently Amended*) The graphical user interface as claimed in claim 11 ~~[[12]]~~, wherein, after receipt of a keyboard event, if the active graphical element is a child graphical element, the key list of the child graphical element component is searched before the key list of its parent graphical element component is searched.

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14. *(Previously Presented)* The method according to claim 2, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

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15. *(Previously Presented)* The method according to claim 7, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

16. *(Previously Presented)* The graphical user interface according to claim 13, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.